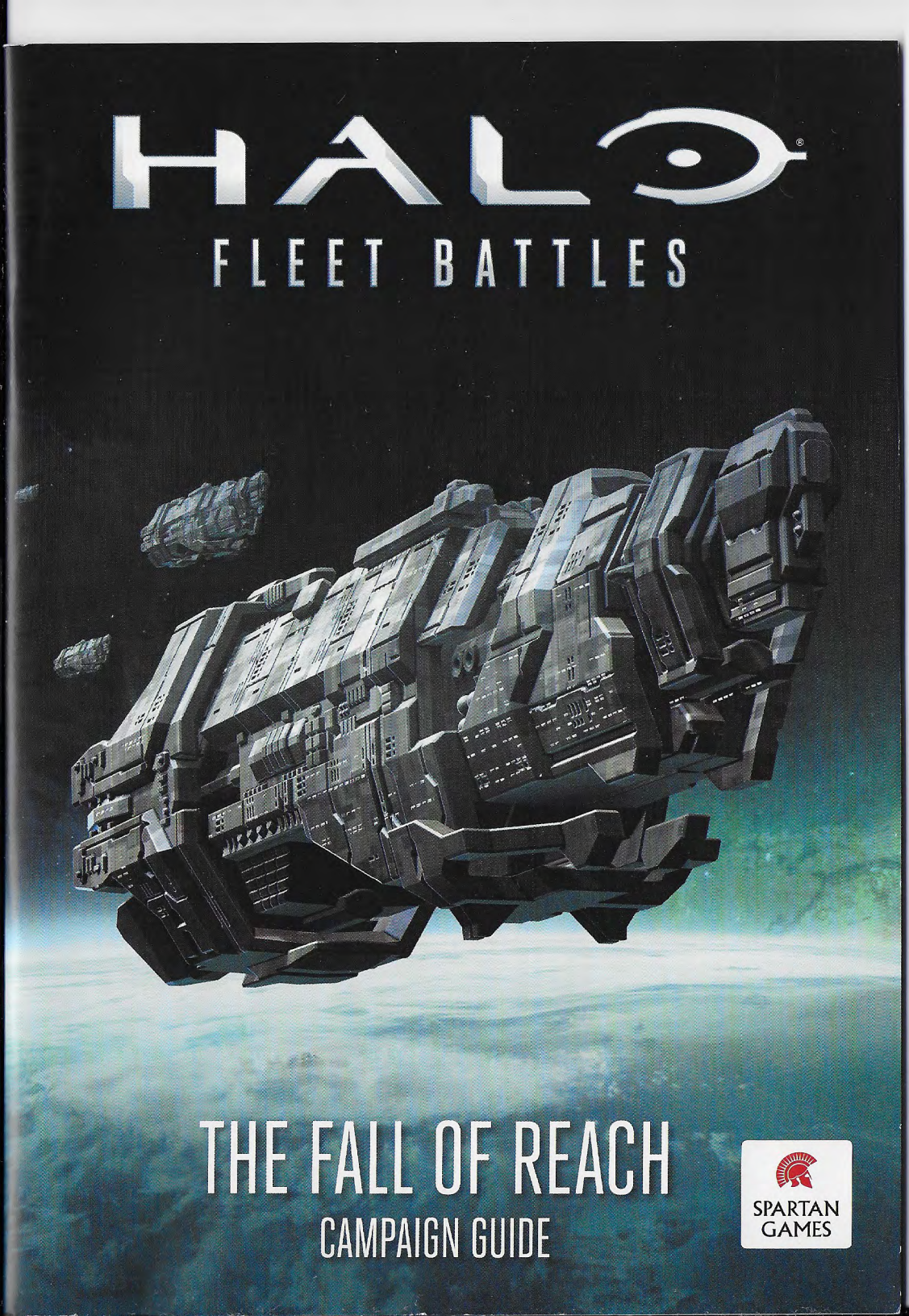
HALO

FLEET BATTLES



THE FALL OF REACH

CAMPAIGN GUIDE

SPARTAN GAMES

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CONTENTS

- Introduction 4
- Scenario 1: Flight! 5
- Scenario 2: Contact 8
- Scenario 3: Evacuate 10
- Scenario 4: Run! 12
- Scenario 5: Into the Fire 14
- Scenario 6: Left Jab 16
- Scenario 7: Finishing Blow 18
- Scenario 8: Rally Point Zulu 20
- Campaign Optional Rules 22
- UNSC Ship Statistics 25
- Covenant Ship Statistics 31

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HALO®

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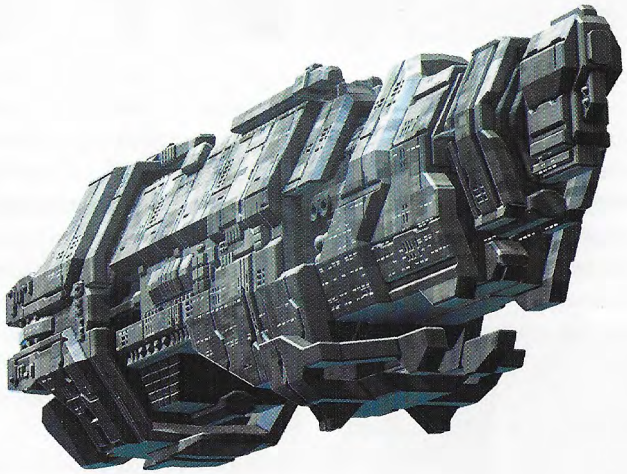


THE FALL OF THE FORTRESS WORLD

The year is 2552, and humanity is locked in a losing war against a merciless alien collective known as the Covenant. Motivated by religious fanaticism, the Covenant made its intentions brutally clear at first contact: eradicate humankind. The Human-Covenant War has now raged for decades, and only a handful of Earth's once-flourishing colonies remain intact.

UNSC victories in the War are few and far between, though the brave men and women of the United Nations Space Command make valiant last stands against overwhelming odds on dozens of worlds. On the ground, UNSC forces were often a match for their foe, but in space the superior technology and numbers of the Covenant inevitably turned the tide of battle. Colony after colony went dark as billions died under merciless Covenant orbital bombardment.

After a series of catastrophic defeats, the UNSC imposed extreme measures to protect humanity. Known as the Cole Protocol, this orders ships being followed by enemy forces to jump blindly through slipspace, or even destroy themselves, rather than take the smallest chance of leading the Covenant to surviving colonies. This slowed, but did not stop, the Covenant advance.

Now, the UNSC is on the back foot and exhausted, its naval forces shattered and armies depleted; but despite the grim odds, humanity has no choice but to keep fighting. And hope is not yet lost: the Spartan program had yielded soldiers of unbelievable skill and mastery, and as long as the hidden naval depot of Reach stands the UNSC can continue to defy the onslaught of the Covenant. Meanwhile, the UNSC works to unlock mysterious artefacts discovered beneath the surface of Reach itself, hoping to use them in a last-ditch gamble to force the Covenant into a truce.

Unfortunately, the Covenant also sought these artefacts. Searching for artefacts and relics was a holy task, and the hope of finding lost keys to transcendence burned in many like a fire. One such seeker is the mighty Supreme Commander Rho 'Barutamee.

Following a trail of echoed whispers transmitted by the Reach artifacts, Rho's Fleet of Valiant Prudence and his supercarrier flagship *Long Night of Solace* arrive in the Beta Eridani system, surprising a class of UNSC Navy cadets...

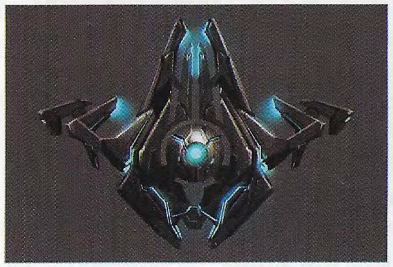
THE FACTIONS

UNSC: Established in the latter half of the 22nd century, the United Nations Space Command is the military branch of the Unified Earth Government. The UNSC is a disciplined, highly motivated military force dedicated to protecting Earth and her colonies.

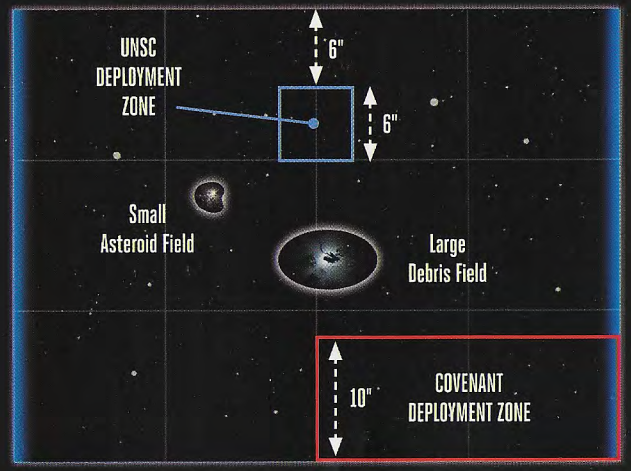
Covenant: The Covenant is a technologically advanced collective of alien species that controls a large portion of the Orion Arm of the Milky Way Galaxy. The Covenant is a caste-based theocracy led by the enigmatic Prophets.

LUMINARIES

Luminaries are specialised scanners placed aboard Covenant vessels to detect left-behind remnants of the long-vanished Forerunner. The greatest Luminaries, ancient Forerunner artifacts themselves, are rare treasures jealously guarded by the Covenant leadership and rarely allowed outside the holy sanctum of High Charity. One of these prizes was entrusted to Rho 'Barutamee upon his ascension to Supreme Commander and assumption of his duties as far-ranging scout and seeker of truths.



It was through this Luminary that Rho picked up the first luminations emanating from Reach, signs that the great works of the Forerunners were once again rumbling to life and reaching out into the cosmos for their long-lost creators.



SCENARIO ONE: FLIGHT!

Lieutenant Robinson frowned at the tactical display. There was no mistaking it: ten Covenant ships were quickly approaching. At another place and time this might have been an even fight, but with the ships crewed by raw recruits there was only one option: RUN!

While lecture rooms and simulators can achieve a great deal, the UNSC Navy makes sure its cadets are also properly drilled on working warships. Cadets at the Beta Eridani Naval Training Range took ships through the paces and familiarised themselves with day-to-day tasks before final assignment, unaware that the Covenant was being drawn to the system by an artefact right beneath their nose.

The Battlefield: 4' x 3'
Covenant Deployment Zone: 24" x 10" as per the Scenario Map.
UNSC Deployment: 6" x 6" square as per the Scenario Map and 6" away from the top edge.

TERRAIN

Terrain is placed as shown on the Scenario Map. For a more complete breakdown of Terrain and its use see the **Terrain Chapter** on **Page 44** of the ***Halo: Fleet Battles*** *Core Rulebook*.

All Terrain used in the Scenarios in this book can be found inside the Fall of Reach 2 Player Battle Box.

ATTACKER AND DEFENDER

The Covenant is the Attacker, and automatically gains the Initiative in the first Turn.

DEPLOYMENT

The UNSC deploys as per the diagram inside the 6" blue square on the Battlefield Map. Elements must be facing directly away from the Covenant.

The Covenant then deploys into their Deployment Zone in any manner the Covenant player deems best.

VICTORY CONDITIONS

- The **Covenant** will score 1 Victory Point for every BR of UNSC Elements *Destroyed*.
- The **UNSC** will score 1 Victory Point for every BR of UNSC Elements that exit the board safely on either flank (marked with blue lines on the Scenario Map).

The Victory Points target for this Scenario is 4.

If any UNSC Element makes contact with a non-flank board edge, it is removed from play and the Victory Points are awarded to the Covenant player as if it was *Destroyed*.

UNSC Player Note: Remember this is a Training Exercise, and your orders are to escape! Engagement with the Covenant is allowed, but escape is the priority.

Covenant Player Note: Your only chance of victory is to Destroy the enemy.

Players should ensure their Battle Groups maintain in Coherency at all times.

THE FORCES

Covenant Battle Group: 230pts
1x CCS Battlecruiser Element 150 Pts
2x SDV Heavy Corvette Elements – Line Formation 80 Pts

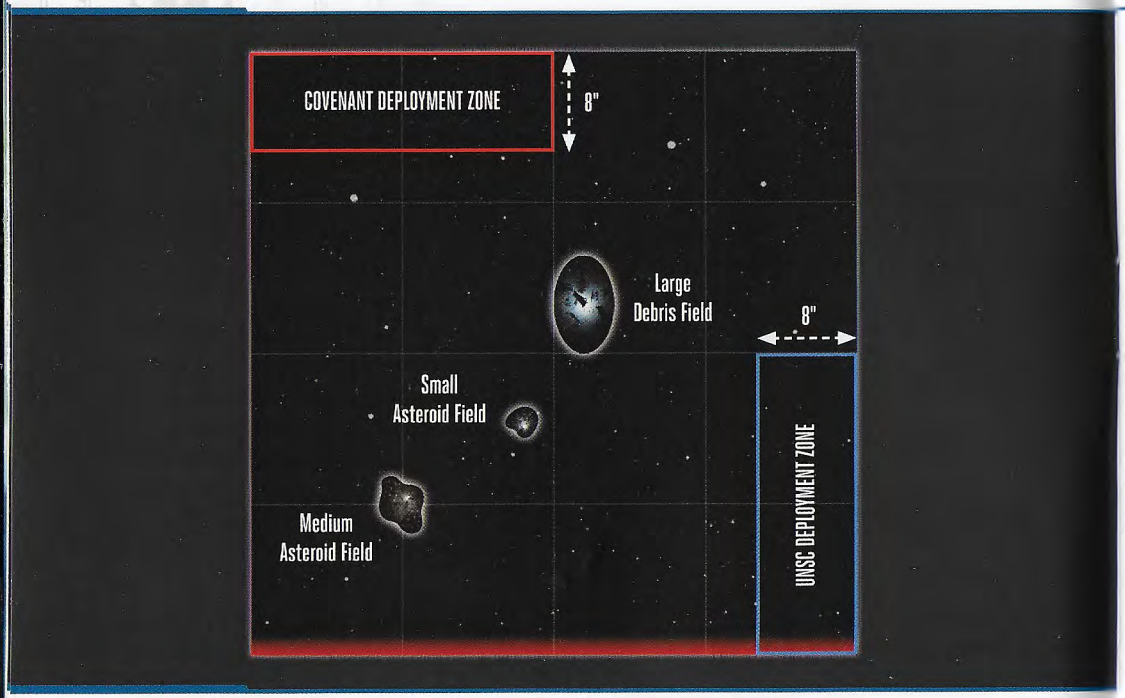
UNSC Battle Group 1: 120pts
1x Marathon Class Heavy Cruiser Element 95 Pts
1x Paris Class Frigate Elements – Arrowhead Formation 25 Pts

UNSC Battle Group 2: 75pts
3x Paris Class Frigate Elements – Line Formation 75 Pts

NOTE: *This Specialist Battle Group is only available when used in the Reach Campaign and **does not** require a Capital Element.*

CHAPTERS IN PLAY:

This Scenario is designed to allow the players to see how the **Movement** and **Attack** segments of the ***Halo: Fleet Battles*** rules function. This Scenario skips the **Order Dice Phase**, the **Wings Phase** and the **Boarding Resolution Phase**. Players should be familiar with **Game Basics**, **Movement Segment**, **Attack Segment**, and **Loadouts**.



SCENARIO TWO: CONTACT

Supreme Commander Rho 'Barutamee was silent, awestruck at the trove of Forerunner relics his Luminary revealed. Though humans had been ignorant to the Forerunner's gifts hidden in the Beta Eridani system, the Fleet of Valiant Prudence was not. Properly plied and fed with power in the philatory, the recovered artifacts had spoken to the ship's Luminary, revealing a path to . . . what? He did not recognise all of the glyphs before him, but some clearly indicated danger, damage, and the marks of the ancient Builders.

An explorer and collector, Supreme Commander Rho 'Barutamee cared little about Humanity nor knew the full significance of the star system to which he prepared to travel. Nevertheless, he was compelled to eliminate the remaining enemy forces in Beta Eridani, lest they follow the Fleet of Valiant Prudence to their prize.

The Battlefield: 4' x 4'
Covenant Deployment Zone: 24" x 8" as per the Scenario Map.
UNSC Deployment: 24" x 8" as per left.

TERRAIN

Terrain is placed as shown on the Scenario Map.

DEPLOYMENT

Both players roll their 5 Order Dice, the player with the higher number of Command ( ) Icons can choose to deploy first or second. Elements Deployed must be placed inside the designated Deployment Zones. In the event of a draw, re-roll until a winner is determined. Players will alternate deployment, and any Wings created by a Battle Group are deployed within 8" of any Element from its parent Battle Group.

MAXIMUM TURN LIMIT

The Maximum Turn Limit of this Scenario is 6 Turns with the player scoring highest being the winner.

VICTORY CONDITIONS

- The **Covenant** will score 1 Victory Point for every BR of UNSC Elements *Destroyed*.
- The **Covenant** will score 1 Victory Point for every BR of Covenant Elements that escape the base of the Battlefield (marked in **red**). Once an Element has moved into contact with the red base board edge the Element is removed from the Battlefield and the player scores the Victory Points. An Element that leaves the Battlefield may not re-enter it.
- The **UNSC** will score 1 Victory Point for every BR of Covenant Elements *Destroyed*.
- The **UNSC** will score an additional bonus of 2 Victory Points if they manage to destroy the Covenant Supported CCS Battlecruiser.
- If a Covenant Element makes contact with a Battlefield edge other than the **red** base edge, it is removed from play and Victory Points awarded to the UNSC player.

VICTORY POINTS

There is no Victory Points Target in this Scenario. The player with the most Victory Points at the end of the game is the winner.

THE FORCES

Covenant Fleet: 390 Pts
Fleet Commander: Rho 'Barutamee 100 Pts

Battle Group: 290 Pts
1x CCS Supported Battlecruiser Element
3x SDV Heavy Corvette Elements (Line Formation)

UNSC Fleet: 360 Pts
Fleet Commander Michael Stanforth 100 Pts

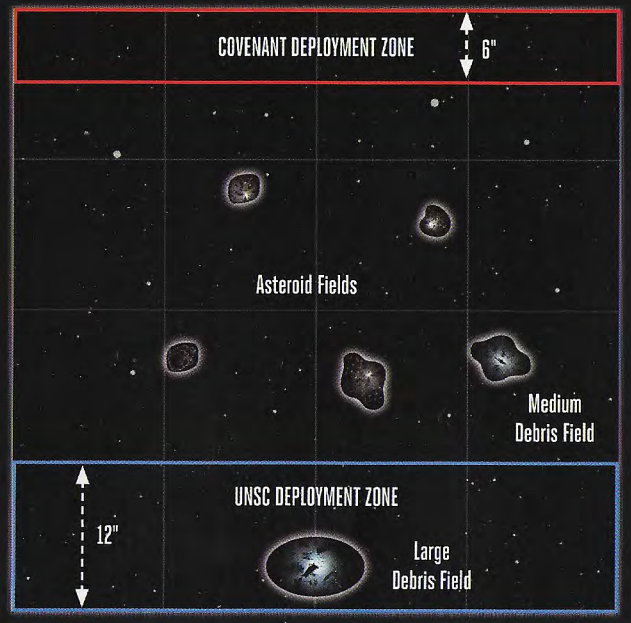
Battle Group 1: 160 Pts
1x Supported Marathon Heavy Cruiser Element
2x Paris Class Frigate Elements (Trident Formation)

Specialist Battle Group 2: 100 Pts
4x Paris Class Frigates Elements – Arrowhead Formation

NOTE: *This Specialist Battle Group is only available when used in the Reach Campaign and does not require a Capital Element.*

CHAPTERS IN PLAY

This Scenario is designed to allow the players to learn how the **Order Phase** and **Movement** and **Attack Segments** function. This Scenario skips the **Wings Phase** and the **Boarding Resolution Phase**. Players should be familiar with **Game Basics**, **Order Phase**, **Movement Segment**, **Attack Segment**, and **Loadouts**.



SCENARIO THREE: EVACUATE

Teller Station's crew was exhausted. For years they had carefully stripped away layers of strange metals and bypassed deadly defences to uncover secrets laying hidden beneath this planetoid, and now the scientists were ordered to condense an extensive and long-planned retrieval operation into barely a fortnight.

The Office of Naval Intelligence was involved in the unearthing and study of several Forerunner artefact sites in the Epsilon Eridanus system. One of the most promising locations was Site 17, located inside a nondescript planetesimal in the system's Oort cloud. Atop it was Teller Station, a research laboratory dedicated to unearthing its lost secrets.

With the declaration of Winter Contingency on Reach, the facilities' defences prepared to withdraw and abandon the station after one last dig. Unfortunately, their frantic efforts awoke senescent Forerunner systems, betraying the site's location to the Fleet of Valiant Prudence.

The Battlefield: 4' x 4'
Covenant Deployment Zone: 48" x 6" as per the Scenario Map.
UNSC Deployment: 48" x 12" as per the Scenario Map.

TERRAIN

Terrain is placed as shown on the Scenario Map.

DEPLOYMENT

Both players roll their 5 Order Dice, the player with the higher number of Command ( ) Icons can choose to deploy first or second. Elements deployed must be placed inside the designated Deployment Zones. Players will alternate deployment, and any Wings created by a Battle Group are deployed within 8" of any Element from its parent Battle Group.

MAXIMUM TURN LIMIT

The Maximum Turn Limit of this Scenario is 6 Turns with the player scoring highest being the winner.

VICTORY CONDITIONS

- The **Covenant** will score 1 Victory Point for every BR of UNSC Elements *Destroyed*.
- The **Covenant** will score 1 Victory Point for every Battle Group with an Element with 6" of the Asteroid Field in the UNSC Deployment Zone – this is scored in the **End Phase** of EVERY turn.
- The **UNSC** will score 1 Victory Point for every BR of Covenant Elements *Destroyed*.
- The **UNSC** will score 1 Victory Point in the End Phase of EVERY Turn when there is NO Covenant Element within 6" of the Asteroid Field in the UNSC Deployment Zone.

OPTIONAL RULES

We suggest players use the following Reach Campaign Optional Rule: **Dominance.**

THE FORCES

Covenant Fleet: 500 Pts
Fleet Commander: Rho 'Barutamee 100 Pts

Covenant Battle Group 1: 210 Pts
1x CCS Supported Battlecruiser Element
1x SDV Heavy Corvette Element (Line Formation)

Covenant Battle Group 2: 190 Pts
1x CCS Battlecruiser Element
1x SDV Heavy Corvette Element – Line Formation

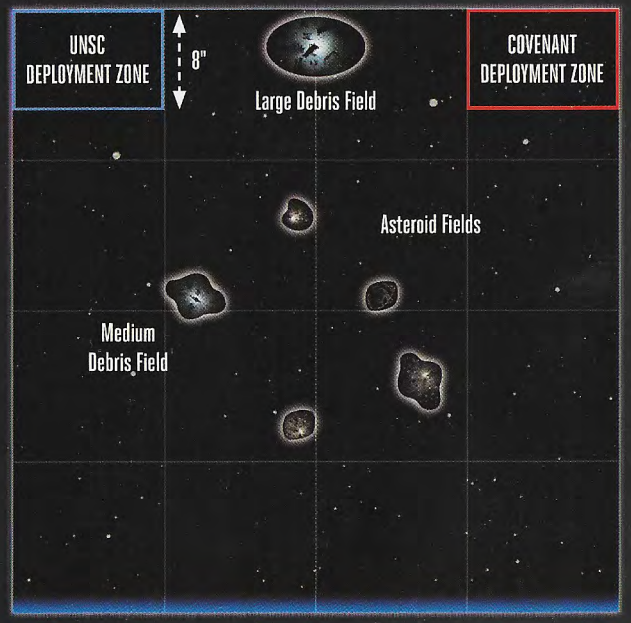
UNSC Fleet: 485 Pts
Fleet Commander: Michael Stanforth 100 Pts

Battle Group 1: 240 Pts
2x Marathon Heavy Cruiser Elements
2x Paris Class Frigate Elements (Arrowhead Formation)

Battle Group 2: 145 Pts
1x Marathon Class Heavy Cruiser Element
2x Paris Class Frigate Elements (Arrowhead Formation)

CHAPTERS IN PLAY:

This Scenario is designed to allow the players to see how the **Order Phase** and **Movement** and **Attack Segments** function. This Scenario skips the **Wings Phase** and the **Boarding Resolution Phase.** Players should be familiar with **Game Basics**, **Order Phase**, **Movement Segment**, **Attack Segment**, and **Loadouts.**



SCENARIO FOUR: RUN!

Dr. Daniels was a xeno-archaeologist, not an intelligence officer; but it was obvious that the object hastily removed from Site 17 was extremely valuable. The Covenant fleet had detached a significant portion of its fleet to recover it, and now Daniels and his fellow scientists could only trust in Admiral Stanforth's plan to lure the pursuing enemy ships into a trap near Reach.

The Fleet of Valiant Prudence is enraged at the desecration of Site 17's Forerunner reliquary, and Supreme Commander 'Barutamee has ordered his reconnaissance elements to retrieve the stolen relic and avenge the human's insult. UNSC forces must escape the implacable Covenant forces and avoid taking losses that will ultimately weaken Reach's defences.

The Battlefield: 4' x 4'
Covenant Deployment Zone: 12" x 8" as per the Scenario Map.
UNSC Deployment: 12" x 8" as per the Scenario Map.

TERRAIN

Terrain is placed as shown on the Scenario Map.

DEPLOYMENT

Both players roll their 5 Order Dice, the player with the higher number of Command ( ) Icons can choose to deploy first or second. Elements deployed must be placed inside the designated Deployment Zones. Players will alternate deployment, and any Wings created by a Battle Group are deployed within 8" of any Element from its parent Battle Group.

MAXIMUM TURN LIMIT

There is no Maximum Turn Limit attached to this Scenario. The Game is played until either the FLAGSHIP of the UNSC is *Destroyed* or it exits the Battlefield. If the FLAGSHIP escapes the UNSC win, if it is *Destroyed*, the Covenant win.

VICTORY CONDITIONS

- The **Covenant** will score 1 Victory Point for every BR of UNSC Elements *Destroyed*.
- The **Covenant** will score 4 Victory Points if they can successfully board the UNSC FLAGSHIP and Destroy it via boarding (Damage to Destroy it **must** come from successful Boarding Actions rather than Weapons fire). This would include Damage as a result of a ***Critical Core Breach*** in the **End Phase**.
- The **UNSC** will score 1 Victory Point for every BR of Covenant Elements *Destroyed*.
- The **UNSC** will score 4 Victory Points if they can move their FLAGSHIP off the Battlefield via the cyan base edge.

OPTIONAL RULES

We suggest players use the following Reach Campaign Optional Rule: **Battle Damage**, **Dominance**.

THE FORCES

Covenant Fleet: 540 Pts
Fleet Commander: Rho 'Barutamee 100 Pts

Covenant Battle Group 1: 250 Pts
1x CCS Supported Battlecruiser Element
2x SDV Heavy Corvette Element (Oblique Formation)

Covenant Battle Group 2: 190 Pts
1x CCS Battlecruiser Element
1x SDV Heavy Corvette Element (Line Formation)

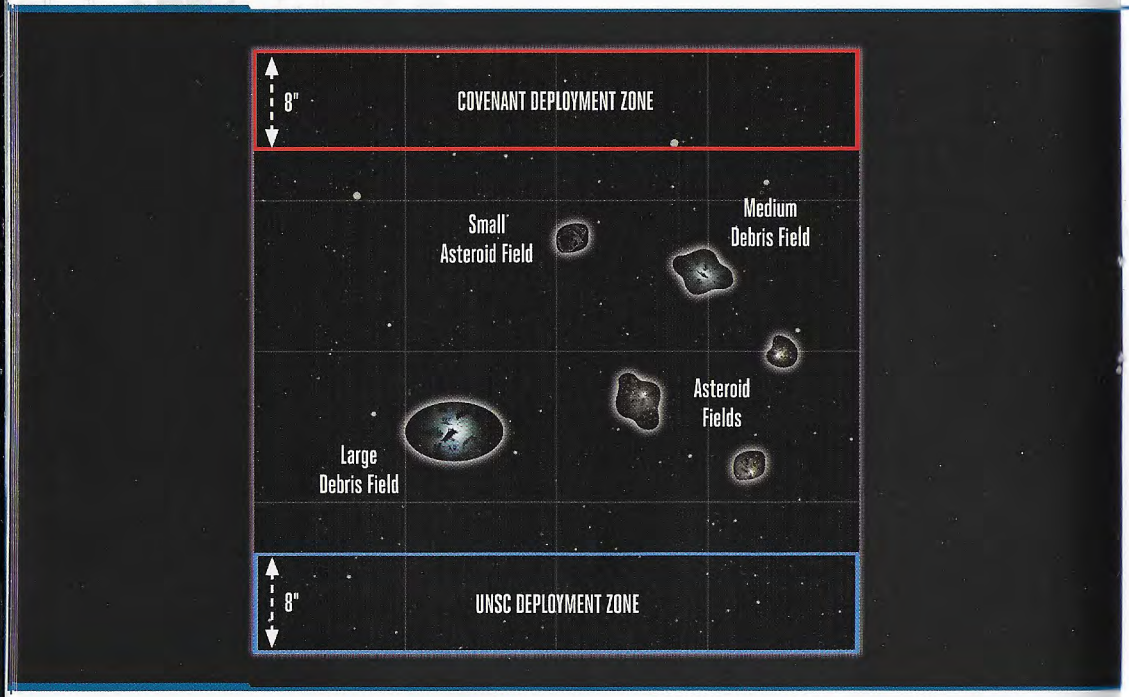
UNSC Fleet: 525 Pts
Fleet Commander: Michael Stanforth 100 Pts

Battle Group 1: 240 Pts
2x Marathon Heavy Cruiser Elements
2x Paris Class Frigate Elements (Arrowhead Formation)

Battle Group 2: 185 Pts
1x Supported Marathon Heavy Cruiser Element (acting as the FLAGSHIP)
3x Paris Class Frigate Elements (Trident Formation)

CHAPTERS IN PLAY:

This Scenario is designed to allow the players to see how the **Order Phase**, **Battle Group Phase**, **Boarding Resolution Phase** and **End Phase** function. This Scenario skips the **Wings Phase**.
Players should be familiar with **Game Basics**, **Order Phase**, **Movement Segment**, **Attack Segment**, **Boarding Actions** and **Loadouts**.



SCENARIO FIVE: INTO THE FIRE

Baleful red lights shone on the tactical display of the Marathon's bridge, and the acrid smell of burning electronics filled the air. The crew valiantly fought to keep the damaged ship together as fresh Covenant forces appeared on long-range scans. The battle group had managed to fight free of Covenant forces on their tail, but more alien ships were on an intercept course. Luckily, a detachment of UNSC ships was moving to cut off the new Covenant threat. With the fate of Reach hanging in the balance, everyone hoped their mysterious cargo was worth the loss of lives.

To protect the artefact from capture, Admiral Stanforth was forced to vector in reinforcements to stop the pursuing Covenant squadrons. The resulting battle was evenly matched, but every ship that the UNSC lost was irreplaceable, while Rho 'Barutamee's forces seemed to inch ever closer to claiming whatever prize they sought on Reach's surface. Time was running out.

The Battlefield: 4' x 4'
Covenant Deployment Zone: 48" x 8" as per the Scenario Map.
UNSC Deployment: 48" x 8" as per the Scenario Map.

TERRAIN

Terrain is placed as shown on the Scenario Map.

DEPLOYMENT

Both players roll their 5 Order Dice, the player with the higher number of Command ( ) Icons can choose to deploy first or second. All Elements Deployed must be placed inside the designated Deployment Zones. In the event of a draw, re-roll until a winner is determined. Players will alternate deployment, and any Wings created by a Battle Group are deployed within 8" of any Element from its parent Battle Group.

MAXIMUM TURN LIMIT

The Maximum Turn Limit of this Scenario is 8 Turns with the player scoring the highest Victory Point score at the end of Turn 8 being the winner.

VICTORY CONDITIONS

- The **Covenant** will score 1 Victory Point for every BR of UNSC Elements *Destroyed*.
- The **UNSC** will score 1 Victory Point for every BR of Covenant Elements *Destroyed*.
- The **UNSC** will score 1 Victory Point for every BR of UNSC Elements that move off the Covenant's Board Edge.

OPTIONAL RULES

We suggest players use the following Reach Campaign Optional Rule: **Battle Damage**, **Dominance**.

THE FORCES

Covenant Fleet: 620 Pts
Fleet Commander: Rho 'Barutamee 100 Pts

Covenant Battle Group 1: 250 Pts
1x CCS Supported Battlecruiser Element
2x SDV Heavy Corvette Elements (Oblique Formation)
1 Wing of 4 Tarasque Bombers

Covenant Battle Group 2: 270 Pts
1x CCS Battlecruiser Element
3x SDV Heavy Corvette Element – Line Formation
1 Wing of 5 Seraph Interceptors

UNSC Fleet: 620 Pts
Fleet Commander: Michael Stanforth 100 Pts

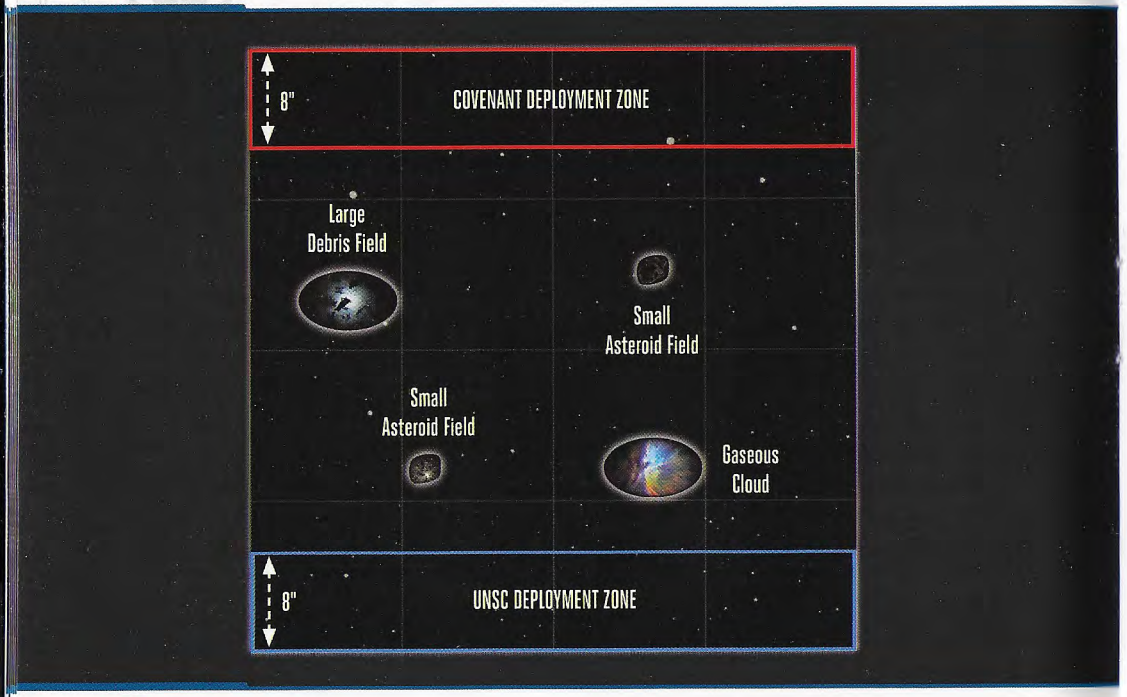
Battle Group 1: 240 Pts
2x Marathon Heavy Cruiser Elements
2x Paris Class Frigate Elements (Arrowhead Formation)
1 Wing of 4 Longsword Bombers

Battle Group 2: 160 Pts
1x Supported Marathon Class Heavy Cruiser Element (acting as the FLAGSHIP)
2x Paris Class Frigate Elements (Trident Formation)
1 Wing of 2 Broadsword Interceptors

Battle Group 3: 120 Pts
1x Marathon Class Cruiser Element
1x Paris Class Frigate Elements (Trident Formation)
1 Wing of 2 Broadsword Interceptors

CHAPTERS IN PLAY

This Scenario is designed to use all the ***Halo: Fleet Battles*** Rules.



SCENARIO SIX: LEFT JAB

Supreme Commander Rho 'Barutamee unconsciously clenched his fist as he reviewed the intelligence report. Human forces were probing his defences from every side, intent on finding some vulnerability to exploit. Under normal circumstances he would ignore their taunts, but it was clear this world was far more important to the humans than he had originally assumed.

In addition, a massive Ministry of Resolution fleet was on its way, and his artefact teams were bogged down on the surface. For the first time in decades, Rho tasted fear. If the fleet couldn't locate something of value soon, he would be forced to either evacuate and abandon many of his Zealots, or face interrogation by the Hierarchs for his impudence and apparent ineptitude.

The UNSC has concocted an audacious plan – **Operation: UPPER CUT** – to destroy the *Long Night of Solace* by seizing a Covenant corvette, the *Ardent Prayer*, and using it to carry a sabotaged slipspace drive core near the supercarrier – detonating it close enough that the resulting rupture would cripple or destroy the massive vessel. **Operation: LEFT JAB** is a supporting mission to distract the Covenant, coordinated with the *UNSC Savannah* while it supported the Noble Team's seizure of the *Ardent Prayer*.

The Battlefield: 4' x 4'
Covenant Deployment Zone: 48" x 8" as per the Scenario Map.
UNSC Deployment Zone: 48" x 8" as per the Scenario Map.

TERRAIN

Terrain is placed as shown on the Scenario Map.

DEPLOYMENT

Both players roll their 5 Order Dice, the player with the higher number of Command ( ) Icons can choose to deploy first or second. All Elements Deployed must be placed inside the designated Deployment Zones. In the event of a draw, re-roll until a winner is determined. Players will alternate deployment, and any Wings created by a Battle Group are deployed within 8" of any Element from its parent Battle Group.

MAXIMUM TURN LIMIT

The Maximum Turn Limit of this Scenario is 8 Turns with the player scoring highest being the winner.

VICTORY CONDITIONS

- The **Covenant** will score 1 Victory Point for every BR of UNSC Elements *Destroyed*.
- The **Covenant** will score 3 Victory Points for Destroying the UNSC FLAGSHIP.
- The **UNSC** will score 1 Victory Point for every BR of Covenant Elements *Destroyed*.
- The **UNSC** will score 3 Victory Points for Destroying the Covenant FLAGSHIP.

VICTORY POINTS TARGET

Both sides need to score 10 Victory Points.

OPTIONAL RULES

We suggest players use the following Reach Campaign Optional Rules: **Battle Damage, Dominance** and **Reinforcements**.

THE FORCES

Covenant Fleet: 550 Pts
Fleet Commander: Rho 'Barutamee 100 Pts

Covenant Battle Group 1: 260 Pts
1x Supported ORS Class Heavy Cruiser (acting as the FLAGSHIP)
1x SDV Heavy Corvette Element - Line Formation
1x Wing of 3 Seraph Interceptors
1x Wing of 4 Tarasque Bombers

Covenant Battle Group 2: 190 Pts
1x CCS Battlecruiser Element
1x SDV Heavy Corvette Element (Oblique Formation)
1x Wing of 3 Tarasque Bombers

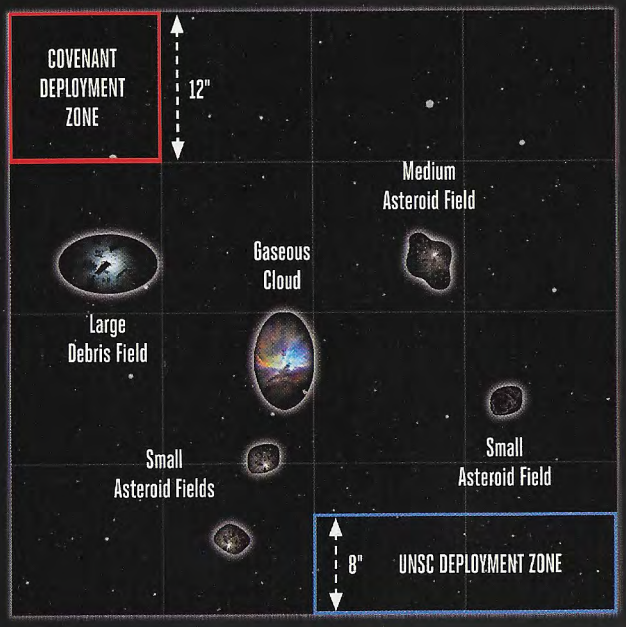
UNSC Fleet: 560 Pts
Fleet Commander: Michael Stanforth 100 Pts

Battle Group 1: 220 Pts
1x Supported Epoch Class Heavy Carrier – acting as the FLAGSHIP
2x Paris Class Frigate Elements – Trident Formation
1x Wing of 3 Broadsword Interceptors
1x Wing of 3 Longsword Bombers

Battle Group 2: 240 Pts
2x Marathon Heavy Cruiser Elements
2x Paris Class Frigate Elements – Arrowhead Formation
1x Wing of 4 Broadsword Interceptors

CHAPTERS IN PLAY

This Scenario is designed to use all the ***Halo: Fleet Battles*** Rules.



SCENARIO SEVEN: FINISHING BLOW

"Engage."

The order was short and simple, but a spontaneous cheer erupted on the bridge as the fusion drives flared. The UNSC was finally taking the fight to the enemy.

With the Fleet of Valiant Prudence stretched thin, the Long Night of Solace appeared open for a direct attack. Distracted by **Operation: LEFT HOOK**, Rho 'Barutamee's forces were out of position when a Navy task force pounced on a cut-off Covenant scout fleet.

The Battlefield: 4' x 4'
Covenant Deployment Zone: 12" x 12" as per the Scenario Map.
UNSC Deployment Zone: 24" x 8" as per the Scenario Map.

TERRAIN:

Terrain is placed as shown on the Scenario Map.

CHAPTERS IN PLAY

This Scenario is designed to use all the ***Halo: Fleet Battles*** Rules.

DEPLOYMENT:

Both players roll their 5 Order Dice, the player with the higher number of Command ( ) Icons can choose to deploy first or second. All Elements deployed must be placed inside the designated deployment zones. In the event of a draw, re-roll until a winner is determined. Players will alternate deployment, and any Wings created by a Battle Group are deployed within **8"** of any Element from its parent Battle Group.

MAXIMUM TURN LIMIT

The Maximum Turn Limit of this Scenario is 8 Turns with the player scoring highest being the winner.

VICTORY CONDITIONS:

- The **Covenant** will score 1 Victory Point for every BR of UNSC Elements *Destroyed*.
- The **UNSC** will score 1 Victory Point for every BR of Covenant Elements *Destroyed*.
- The **UNSC** will score an additional 1 Victory Point for every Covenant Capital Element *Destroyed*.

VICTORY POINTS TARGET

Both sides need to score 10 Victory Points.

OPTIONAL RULES

We suggest players use the following Reach Campaign Optional Rules: **Battle Damage**, **Dominance** and **Reinforcements**.

THE FORCES:

Covenant Fleet: 760 Pts
Fleet Commander: Rho 'Barutamee 100 Pts

Covenant Battle Group 1: 280 Pts
1x ORS Heavy Cruiser (acting as Flagship)
2x SDV Line Elements (Line Formation)
1x Wing of 4 Tarasque Bombers
1x Wing of 3 Seraph Interceptors

Covenant Battle Group 2: 190 Pts
1x CCS Battle Cruiser
1x SDV Heavy Corvette Elements (Oblique Formation)
1x Wing of 3 Tarasque Bombers

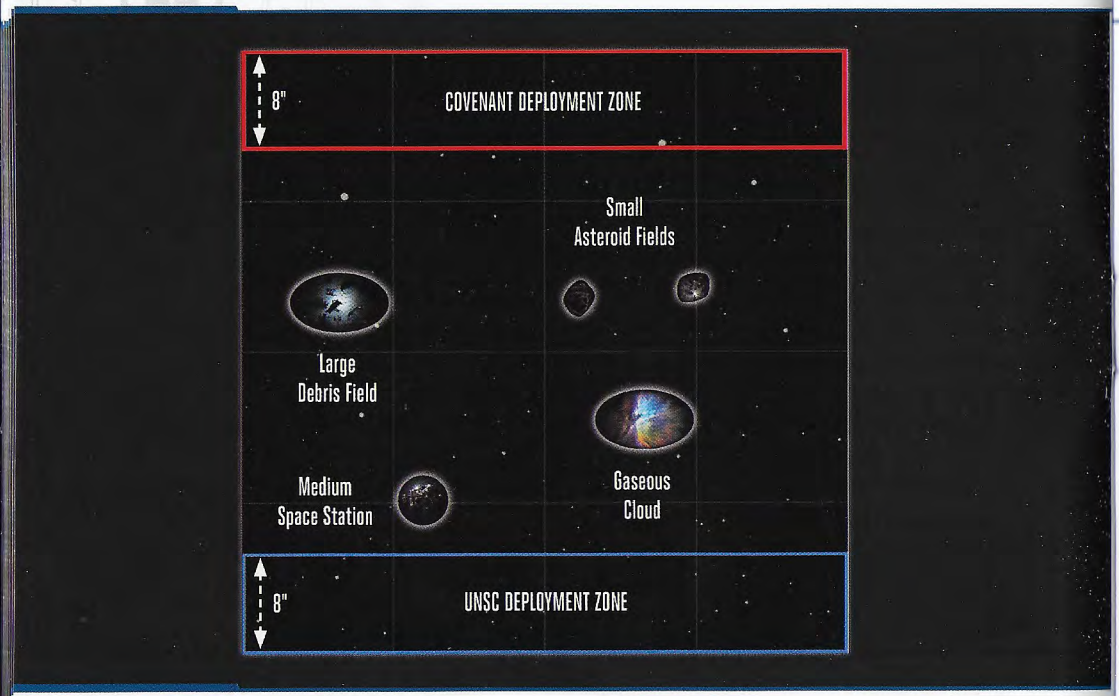
Covenant Battle Group 3: 190 Pts
1x CCS Battle Cruiser
1x SDV Heavy Corvette Elements (Line Formation)
1x Wing of 3 Seraph Interceptors

UNSC Fleet: 615 Pts
Fleet Commander: Michael Stanforth 100 Pts

Battle Group 1: 215 Pts
1x Supported Epoch Heavy Carrier (acting as Flagship)
1x Paris Class Frigate Elements (Trident Formation)
1x Wing of 3 Longsword Bombers
1x Wing of 3 Broadsword Interceptors

Battle Group 2: 170 Pts
1x Marathon Heavy Cruiser Element
3x Paris Class Frigate Elements (Arrowhead Formation)
1x Wing of 2 Broadsword Interceptors

Battle Group 3: 230 Pts
1x Supported Marathon Heavy Cruiser
1x Marathon Heavy Cruiser
1x Paris Class Frigate Elements (Trident Formation)
1x Wing of 4 Longsword Bombers



SCENARIO EIGHT: RALLY POINT ZULU

ALPHA PRIORITY TRANSMISSION 04592Z-83
/START FILE/
COVENANT PRESENCE DETECTED ON REACH SYSTEM'S EDGE COORDINATES 030 RELATIVE.

ALL UNSC WARSHIPS ARE HEREBY ORDERED TO CEASE ALL ACTIVITIES AND REGROUP AT RALLY POINT ***ZULU*** *AT BEST SPEED.*

ALL SHIPS *ARE TO ENACT THE COLE PROTOCOL IMMEDIATELY.*
/END FILE/

Rho 'Barutamee was missing and presumed dead, the twisted remains of *Long Night of Solace* falling to the surface of Reach. As battle raged for the fate of the planet, a single engagement in the larger melee would have massive implications. Rho's lieutenant, Shipmaster Kantar 'Utaralee assumed command of the splintered Fleet of Valiant Prudence, leading them in a last-ditch effort to recover the artefact that had eluded them. Held on a station near Turul, only a small picket fleet remained between redeeming the fleet's honor and ignominious defeat.

The Battlefield: 4' x 4'
Covenant Deployment Zone – 48" x 8" as per the Scenario Map.
UNSC Deployment Zone: 48" x 8" as per the Scenario Map.

TERRAIN

Terrain is placed as shown on the Scenario Map.

DEPLOYMENT

Both players roll their 5 Order Dice, the player with the higher number of Command ( ) Icons can choose to deploy first or second. All Elements Deployed must be placed inside the designated Deployment Zones. In the event of a draw, re-roll until there is a winner. Players will alternate deployment, with Wings deployed within 8" of any Element from its parent Battle Group.

VICTORY CONDITIONS

- Both sides score 1 Victory Point for every BR of Elements *Destroyed*.
- Both sides score 2 extra Victory Points for Destroying the enemy FLAGSHIP.

VICTORY POINTS TARGET

Both sides need to score 10 Victory Points.

OPTIONAL RULES

Use all Reach Campaign Optional Rules.

THE FORCES

Covenant Fleet: 1000 Pts
Fleet Commander: Kantar 'Utaralee (use the Rho 'Barutamee card) 100 Pts

Covenant Battle Group 1: 320 Pts
1x Supported ORS Heavy Cruiser Element
(acting as FLAGSHIP – including 2 Zealots who replace standard Boarding Craft)
1x SDV Heavy Corvette Element (Oblique Formation)
1x Wing of 5 Seraph Interceptors
Covenant Battle Group 2: 280 Pts
1x Supported CCS Battlecruiser
(including 1 Zealot who replace standard Boarding Craft)
2x SDV Heavy Corvette Elements (Oblique Formation)
1x Wing of 4 Tarasque Bombers

Covenant Battle Group 3: 300 Pts
1x CCS Battlecruiser Element
(including 1 Zealot who replace standard Boarding Craft)
3x SDV Heavy Corvette Elements (Line Formation)
1x Wing of 4 Tarasque Bombers

UNSC Fleet: 975 Pts
Fleet Commander: Michael Stanforth 100 Pts

Battle Group 1: 315 Pts
1x Supported Epoch Heavy Carrier Elements
(acting as Flagship – including 1 Spartan who replaces a standard Boarding Craft)
1x Paris Class Frigate Element (Trident Formation)
1x Wing of 5 Longsword Bombers

Battle Group 2: 240 Pts
2x Marathon Class Heavy Cruiser Elements
2x Paris Class Frigate Elements (Trident Formation)
1x Wing of 4 Broadsword Interceptors

Battle Group 3: 160 Pts
1x Supported Marathon Heavy Cruiser Element
2x Paris Class Frigate Elements – Arrowhead Formation
1x Wing of 2 Broadsword Interceptors

Battle Group 4: 160 Pts
1x Supported Marathon Heavy Cruiser Elements
2x Paris Frigate Elements (Arrowhead Formation)
1x Wing of 2 Longsword Bombers
1x Wing of 2 Broadsword Interceptors

CAMPAIGN OPTIONAL RULES

OPTIONAL RULE 1: BATTLE DAMAGE

It has been a traumatic series of brutal engagements for both factions thus far, and should players wish to simulate this they can do so by using the following Optional Rule:

Every Element deployed on the Battlefield must roll a Halo Dice and consult the following table:

RESULT	EFFECT
	The Element gains a Damage Marker
	No Effect
	No Effect
	The Element gains a Vulnerable Marker
	The Element is not *Available* to join the Reinforcements for the remainder of the game. Remove it from the Scrapyard or mark it in some way as being unavailable.
	The Element is not *Available* to join the Reinforcements in the next Turn.
	The Element is *Available* to join the Reinforcements in the next Turn, but enters the Battlefield with a Vulnerable Marker as they stress their engines to reach the warzone in time!
	The Element is *Available* to join the Reinforcements in the next Turn.

OPTIONAL RULE 2: REINFORCEMENTS

Elements *Destroyed* in Halo: Fleet Battles are placed into the Scrapyard. This Optional Rule allows players, from **Turn 4** of this Scenario, to roll dice for reinforcements.

If successful, the Elements can be deployed by the player in the **Reserve Arrive Step** of the **Order Dice Phase**.

To find out if any reinforcements are arriving, in the **End Phase** of **Turn 3**, a player rolls a Halo Die for each Element in the Scrapyard. On the following results the Element may be classed as Reinforcements and become *Available*:

All Elements available as Reinforcements will arrive in the relevant players Deployment Zone and will form new Battle Groups as desired. These newly formed Battle Groups need not conform to the requirements of a Battle Group to have a Capital and a Non-Capital Element, however, no Reinforcement Battle Group may exceed BR6 for any reason.

OPTIONAL RULE 3: DOMINANCE

Battles involving fleet commanders are often a battle of wits as much as the application of force through space going vessels. A commander with a perceived edge over their counterpart will be able to take more risks, confident in victory, whereas a commander who feels they are on the back foot will attempt to marshal their forces more, becoming conservative in their outlook. If players wish to show this in their campaign games they may do so through the following optional rule:

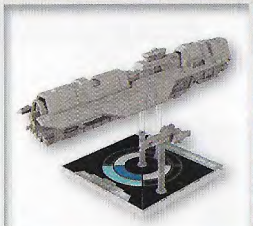
During the **End Phase**, as part of the **Prepare for the Next Turn Step**, each player should consult their current Victory Points Total and compare. The player with the most Victory Points scored will be considered to be *Dominant* under certain circumstances.

DIFFERENCE IN VPS	DOMINANCE EFFECT
0-3	No Commander is particularly *Dominant*
4-6	The Highest scoring player has *Dominance* – The *Dominant* Player may choose to change a single Order Dice remaining on their Commander Card to be any result desired
7-9	The Highest scoring player has *Dominance* – The *Dominant* Player may choose to change up to TWO Order Dice remaining on their Commander Card to be any result desired
10+	The Highest scoring player has *Dominance* – The *Dominant* Player may choose to execute a single Order WITHOUT the use of Order Dice in the upcoming Game Turn!

A STALWART UNSC FORCE

UNSC SHIP STATISTICS

UNSC Supported Epoch Heavy Carrier — Capital Ship, Large (190 PTS)



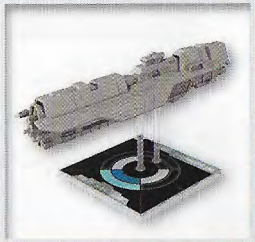
Movement	6"
Damage Track	10•8•5
Build Rating	5
Hangars	6
Boarding Craft	3
Security Detail	5

Systems Loadouts

Carrier Action (3)
Hard Burn (1")
Missile Barrage*
Point Defence (6)
Titanium Armour (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	15

UNSC Epoch Heavy Carrier — Capital Ship, Large (175 PTS)



Movement	6"
Damage Track	9•8•5
Build Rating	4
Hangars	6
Boarding Craft	3
Security Detail	4

Systems Loadouts

Carrier Action (3)
Hard Burn (1")
Missile Barrage*
Point Defence (5)
Titanium Armour (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	12

UNSC Supported Marathon Heavy Cruiser — Capital Ship, Medium (110 PTS)

Movement	8"
Damage Track	7•6•3
Build Rating	3
Hangars	2
Boarding Craft	2
Security Detail	4

Systems Loadouts

Hard Burn (2")
Missile Barrage*
Point Defence (4)
Titanium Armour (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	10
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	8

UNSC Marathon Heavy Cruiser — Capital Ship, Medium (95 PTS)

Movement	8"
Damage Track	6•6•3
Build Rating	2
Hangars	2
Boarding Craft	2
Security Detail	3

Systems Loadouts

Hard Burn (2")
Missile Barrage*
Point Defence (4)
Titanium Armour (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Heavy MAC	16/32"	MAC (2)	F	8
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	7

UNSC Paris Frigates (Arrowhead Formation) — Small Ships (25 PTS)

Movement	10"
Damage Track	3•3•3
Build Rating	1
Hangars	0
Boarding Craft	0
Security Detail	1

Systems Loadouts

Elusive
Hard Burn (3")
Missile Barrage*
Point Defence (2)
Titanium Armour (2)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	4
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	2

UNSC Paris Frigates (Trident Formation) — Small Ships (25 PTS)

Movement	10"
Damage Track	4•3•3
Build Rating	1
Hangars	0
Boarding Craft	0
Security Detail	1

Systems Loadouts

Elusive
Hard Burn (3")
Missile Barrage*
Point Defence (2)
Titanium Armour (2)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Light MAC	10/20"	MAC (1)	F	3
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Missile Batteries	12/24"	Missiles	F* or P+S	3

UNSC Broadsword Interceptor Flight (+ Sabre) — Flight Slots: 1 (2)

Broadsword (Sabre)

Movement	16" (16")	Systems Loadouts
Damage Track	2 (3)	None

Weapons	Range	Dice
vs. Wing Targets	Contact	2 (3)
-	-	-

UNSC Longsword Bomber Flights — Flight Slots: 1

Movement	16"	Systems Loadouts
Damage Track	2	None

Weapons	Range	Dice
vs. Wing Targets	Contact	1
vs. Element Targets	Contact	2

UNSC Pelican Boarding Craft — Flight Slots: 0

Movement	12"	Systems Loadouts
Damage Track	4	Heroic Save (Trooper)
Security Detail	2	

Weapons	Range	Dice
-	-	-

UNSC Pelican Boarding Craft (Spartans) — Flight Slots: 0

Movement	12"	Systems Loadouts
Damage Track	6	Assault Specialist (2)
Security Detail	5	Heroic Save (Spartan)

Weapons	Range	Dice
-	-	-

MICHAEL STANFORTH

VICE ADMIRAL - COMMANDER, UNSC NAVY SECTOR THREE

VADM Stanforth was the head of ONI Section III during the planning and implementation of the SPARTAN-II program, and was ultimately in charge of all Spartan field operations early in the Human-Covenant War. After returning to fleet command, he continued to support the Spartan project, though his duties turned to bolstering colonial defences within the Inner Colonies.

An able commander who never shied from leading from the front, his fleet was the first to deploy in the defence of Sigma Octanus IV. Though victorious, he would soon be tasked with the impossible: defending Reach itself against the assembled might of the Covenant.

Personality Profile: Despite displaying a cold and distant demeanor to his subordinates, Stanforth is a selfless leader at heart and always puts his troops' interests ahead of his own. Only in rare cases – such as when sitting in the UNSC Security Council or briefing UEG leadership – does he wear his dress whites with awards; in other situations he prefers subdued dress blacks worn without medals or campaign ribbons. Stanforth's austere appearance has been adopted by many of his aides and protégés, much to the annoyance of the more image-conscious Fleet Admiral Hood.

Though unwaveringly rigorous in his discipline and adherence to military formalities in public, he does occasionally relax with Martian whiskey and Sweet William cigars in private.

AN INDOMITABLE COVENANT FORCE

COVENANT SHIP STATISTICS

Covenant Supported ORS Heavy Cruiser — Capital Ship, Large (220 PTS)

Movement	5"
Damage Track	11•10•6
Build Rating	5
Hangars	6
Boarding Craft	3
Security Detail	5

Systems Loadouts

Cloaking System
Defence Array (5)
Glide (3")
Point Defence (6)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	14
OR Plasma Beam	12/–"	Beam/Plasma	F/P/S	9/9/9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	12
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	5

Covenant ORS Heavy Cruiser — Capital Ship, Large (200 PTS)

Movement	5"
Damage Track	11•10•5
Build Rating	4
Hangars	5
Boarding Craft	3
Security Detail	4

Systems Loadouts

Cloaking System
Defence Array (4)
Glide (3")
Point Defence (5)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	14
OR Plasma Beam	12/–"	Beam/Plasma	F/P/S	9/9/9
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	10

Covenant Supported CCS Battlecruiser — Capital Ship, Medium (170 PTS)

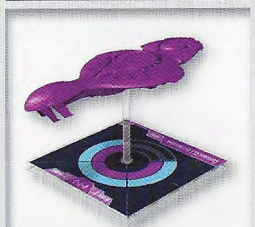
Movement	7"
Damage Track	8•7•4
Build Rating	4
Hangars	3
Boarding Craft	2
Security Detail	5

Systems Loadouts

Carrier Action (1)
Defence Array (5)
Glide (4")
Point Defence (4)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	10
AND Plasma Torpedoes	12/24"	Missiles/Plasma	F	5

Covenant CCS Battlecruiser — Capital Ship, Medium (150 PTS)



Movement	8"
Damage Track	8•7•3
Build Rating	3
Hangars	2
Boarding Craft	2
Security Detail	4

Systems Loadouts

Carrier Action (1)
Defence Array (4)
Glide (4")
Point Defence (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Lance	18/32"	Plasma	F/P/S	12
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	9

Covenant SDV Heavy Corvette (Line Formation) — Small Ships (40 PTS)

Movement	9"
Damage Track	4•4•3
Build Rating	1
Hangars	1
Boarding Craft	0
Security Detail	2

Systems Loadouts

Cloaking System
Defence Array (2)
Elusive
Glide (5")
Point Defence (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	3
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	4

Covenant SDV Heavy Corvette (Oblique Formation) — Small Ships (40 PTS)

Movement	9"
Damage Track	4•3•3
Build Rating	1
Hangars	1
Boarding Craft	0
Security Detail	2

Systems Loadouts

Cloaking System
Defence Array (2)
Elusive
Glide (5")
Point Defence (3)

Primary Weapon	Range	Weapon Loadouts	Arc	Dice
Plasma Cannon Arrays	10/20"	Plasma	F/P/S	4
Secondary Weapon	**Range**	**Weapon Loadouts**	**Arc**	**Dice**
Plasma Torpedoes	12/24"	Missiles/Plasma	F	3

Covenant Seraph Interceptor Flight		Flight Slots: 1
Movement	16"	Systems Loadouts
Damage Track	2	None

Weapons	Range	Dice
vs. Wing Targets	Contact	2
-	-	-

Covenant Tarasque Bomber Flight		Flight Slots: 1
Movement	14"	Systems Loadouts
Damage Track	2	None

Weapons	Range	Dice
vs. Wing Targets	Contact	1
vs. Element Targets	Contact	2

Covenant Type-28 Boarding Craft		Flight Slots: 0
Movement	12"	Systems Loadouts
Damage Track	4	Heroic Save (Trooper)
Security Detail	2	

Weapons	Range	Dice
-	-	-

Covenant Type-28 Boarding Craft (Elites)		Flight Slots: 0
Movement	12"	Systems Loadouts
Damage Track	6	Assault Specialist (1)
Security Detail	3	Heroic Save (Zealot)

Weapons	Range	Dice
-	-	-

RHO 'BARUTAMEE

SUPREME COMMANDER - MASTER, FLEET OF VALIANT PRUDENCE

Rho 'Barutamee is Supreme Commander of the Fleet of Valiant Prudence – an archaeological research and retrieval group tasked by the Prophets with the security and stewardship of Forerunner artifacts wherever they may be found. Drawn from the Zealots by the Ministry of Fervent Intercession, Rho leads a hand-picked crew known as the Devoted Sentries from aboard the supercarrier *Long Night of Solace* as they reconnoiter the numerous powerful relics detected on the Human fortress world of Reach.

Though disinterested in war against the Humans, Rho has found himself caught between duty, an unexpectedly fierce resistance at the blessed sanctuaries of the ancient Forerunners, and news that a large Covenant fleet is en route that will rob him of glory and the chance to secret away relics from the other Ministries.

Personality Profile: Unexpectedly reserved and thoughtful for a Zealot, Rho 'Barutamee has clawed his way through the ranks by exploiting weakness wherever it is found – taking advantage of greed, blind ambition, and ignorance from former comrades and superiors alike to seize the mantle of Supreme Commander.

However, Rho's ambition reaches further than even his enemies within the Ministry expect; already he has secretly amassed a collection of powerful Forerunner relics that he hopes will point him to the very throne of the ancient Forerunners – fabled Maethrillian. And here on this Forerunner world the Humans call Reach is the final piece of the puzzle...